

WHAT IS CLAIMED IS:**1. A game system comprising:**

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a signal generating device, adapted for being held in a game player, for being usable in hitting motion or a swinging motion, the signal generating device including a signal generator for generating a signal in response to the hitting motion or the swinging motion;

a display means having a display screen for displaying and successively renewing as instruction of motion on the display screen,

an evaluating means for evaluating a game result based on a generation timing of the signal, and

a sound generating means for outputting at least a background sound.

2. A game system according to claim 1, wherein the sound generating means outputs sounds based on at least a part of the signals generated by the signal generator.

3. A game system according to claim 2, wherein the sound generating means outputs the sounds based on the generation timing of the signal.

4. A game system according to claim 1, wherein the instruction of motion displayed on the display screen is in the form of an instruction mark.

5. A game system according to claim 4, wherein the display means includes an image data storage means for storing a display timing data of each instruction mark, and an image control means for reading a corresponding instruction mark to be displayed from the image data storage means and scroll-displaying the read instruction mark on the display screen with respect to a reference mark.

6. A game system according to claim 1, wherein the sound generating means includes a sound data storage means for storing a multitude of kinds of sound data, a sound control means for reading a corresponding sound data from the sound data storage means based on the signal inputted thereto from the signal generator, and a sound output means for outputting a sound based on the sound data read by the sound control means.

7. A game system according to claim 6, wherein the sound control means reads a corresponding sound data from the sound data storage means when the signal is inputted from the signal generator within a predetermined time period.

8. A game system according to claim 6, further comprising a replaceable storage member readably storing a display timing data of each instruction mark stored in the image data storage means, a control program of the image control means, a multitude of kinds of sound data to be stored in the sound data storage means and a control program of the sound control means, wherein the data and the programs stored in the storage member are to be stored in the image data storage means and the sound data storage means.

9. A game system according to claim 8, wherein the storage member also stores the background sounds, and the background sounds stored in the storage member are outputted from the sound output means.

10. A game system according to claim 1, wherein the evaluating means evaluates a game result based on a ratio of the number of the signals inputted during the predetermined time period from the signal generator to a total number of the instruction marks.

11. A game system according to claim 1, wherein the signal generator is operated by the hitting motion and the swinging motion, the display means displays a first instruction mark for the hitting motion and a second instruction mark for

the swinging motion on the display screen as the instruction mark, and the signal generator generates a first signal corresponding to the hitting motion and a second signal corresponding to the swinging motion as the signal.

12. A game system according to claim 11, wherein the sound control means reads the corresponding sound data from the sound data storage means based on a combination of ON-OFF states of the first and second signals from the signal generator.

13. A game system according to claim 11, wherein two image display areas for displaying the first and second instruction marks while moving them with respect to the reference mark are provided on the right and left sides of the display screen with respect to the game player, and two signal generator are provided on the right and left sides of the game system with respect to the game player.

14. A game system according to claim 13, wherein the two image display areas are provided for a plurality of game players, and the two signal generator are provided for a plurality of game players.

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